```
BlendMode
    + sfactor
    + dfactor
    + BlendMode()
            +blendMode
   Technique::Pass
+ type
+ sRGBAware
+ colorWrite
+ zWrite
+ perLightIteration

    maxIterations

+ depthFunction
+ cullMode
+ polyMode
+ offsetFactor
+ offsetUnits
+ lineWidth
+ sequence
+ Pass()
+ ~Pass()
+ setProgram()
+ getCompiledProgram()
+ addTextureUnit()
+ addShaderParam()
+ addShaderParam()
+ getNumTextureUnits()
+ getTextureUnit()
+ getTextureUnit()
and 6 more...
```